IN THE SPECIFICATION:

Please replace the paragraph beginning on Page 8, Line 26 with the following paragraph:

Application 11 may be process one or more pixel-based portions of an image for a given geometry-based vertex by passing selected portions of image data through graphics pipeline 17 multiple times with different parameters. This allows interface 15 such as OPENGL® to be used as a single-instruction, multiple-data (SIMD) computing surface by using several basic OPENGL® functions in multi-pass operations that are called by application 11. One such function may include, for example, Copy/TexImage which may define a texture array from frame buffer 70. One such application 11 that may utilize interface 15 as a SIMD computing surface is one that utilizes the RenderMan shading language. Details for translating a shading language such as RenderMan into multiple passes through a graphics pipeline 17 driven by a graphics interface 15 such as OPENGL® may be found in co-pending U.S. Patent Application serial number 09/056,683, entitled "System and Method for High-Speed Execution of Graphics Application Programs Including Shading Language Instructions," filed April 8, 1998.